REAL-TIME TACTICAL SIMULATION OF MODERN ARMORED WARFARE

BATTALION COMMANDER ™

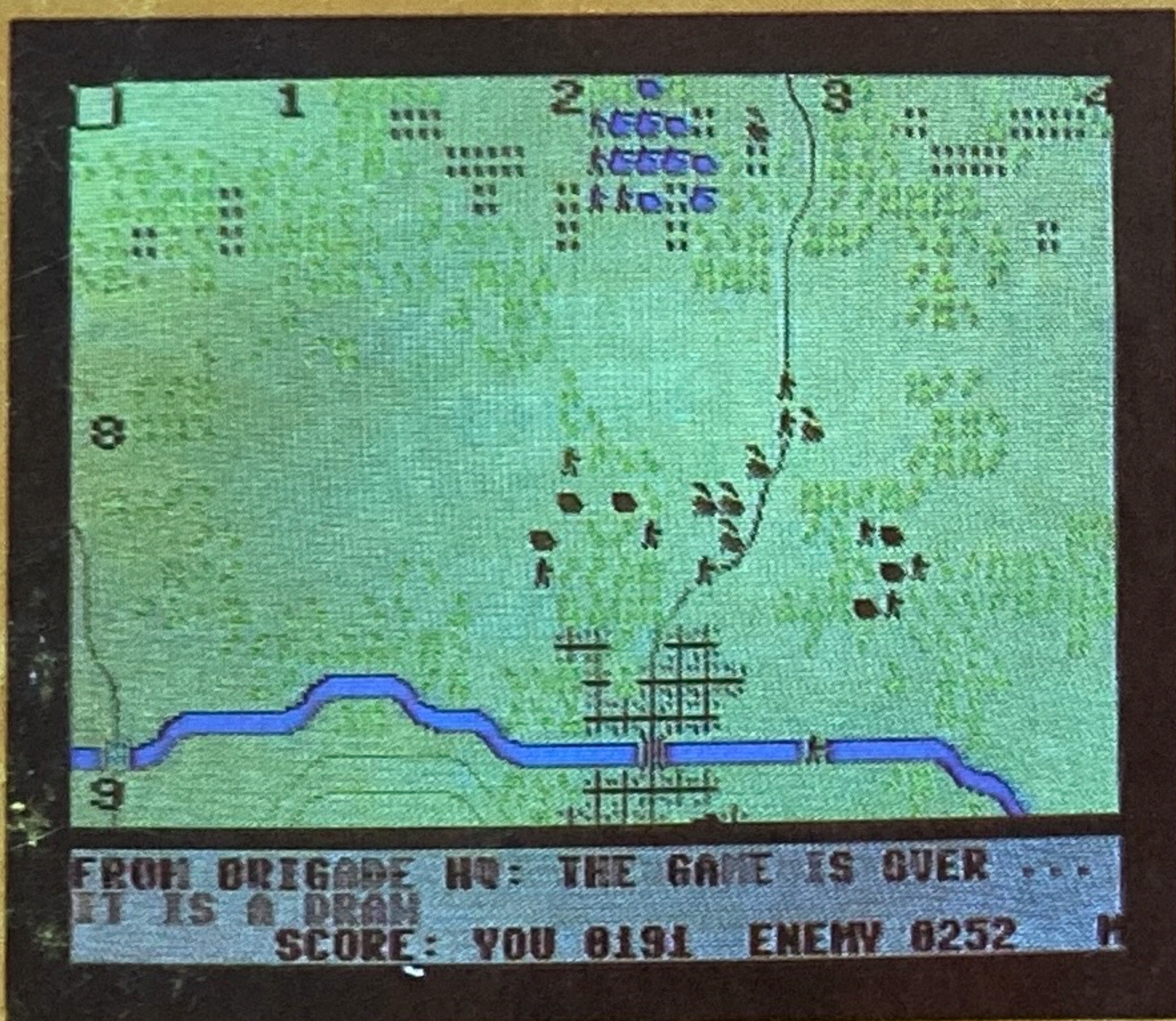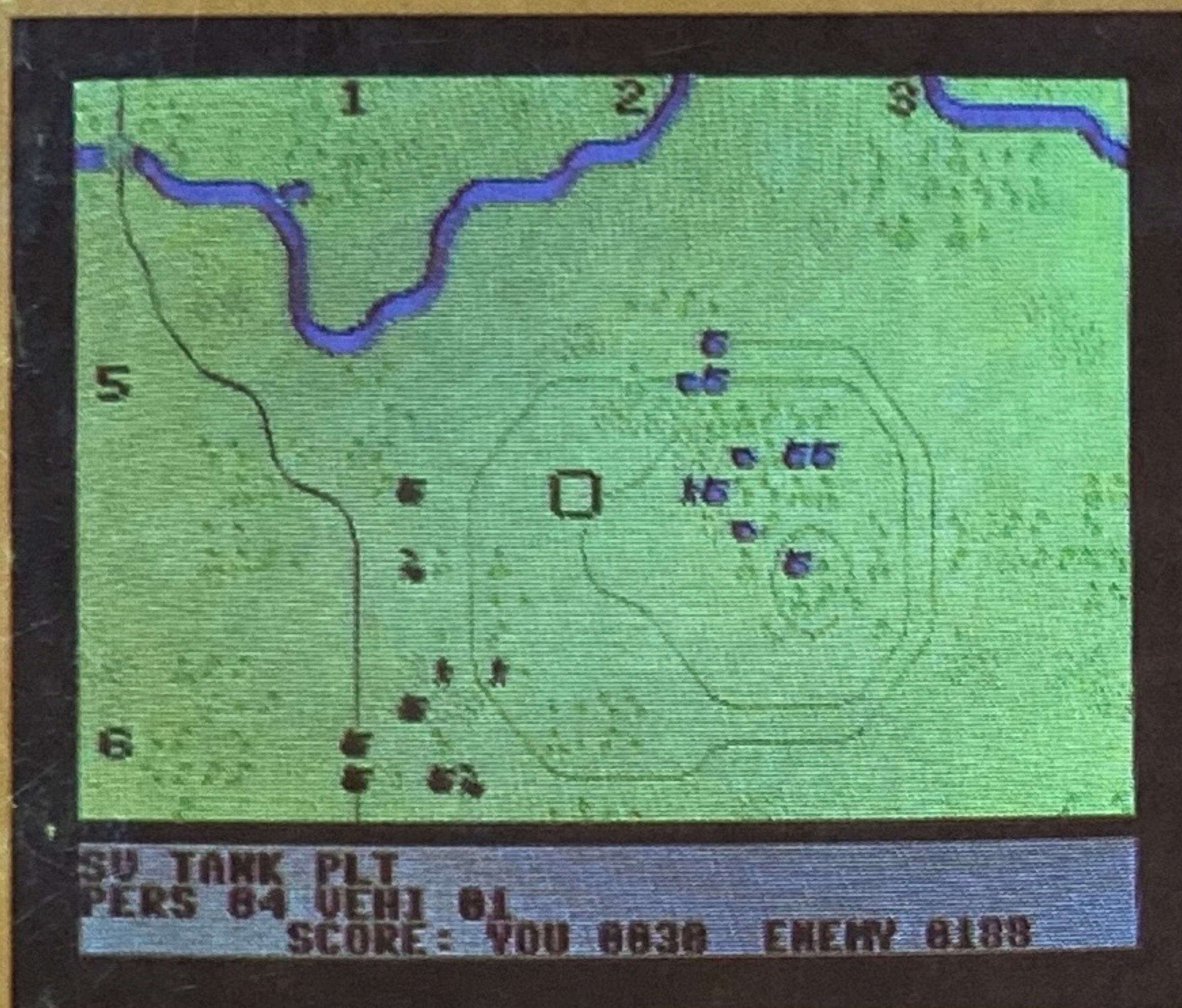

SSI ™

STRATEGIC SIMULATIONS, INC.

APPLE ®

64K Disk for Apple II with Applesoft ROM, II+, IIe and IIc.

"ATTACK THE FLANKS!"
"LAY DOWN SMOKE SCREENS!"
"FIRE MORTARS!"

Smooth-scrolling screen uses Hi-Res color graphics to show forty different battlefields. Terrain includes minefields, rivers, forests, roads and hills (indicated by contour lines). Only enemy units that have been spotted by your troops are visible.

Screen displays shown are from the COMMODORE 64™. Displays for other computer(s) may vary.

COMMODORE 64 is a trademark of Commodore Electronics, Ltd.

Made in U.S.A.

Grim soldiers in the midst of combat. Tanks rumbling forward as howitzer shells erupt around them. The enemy is just over the next ridge. Your captain's voice crackles from the radio: "Your orders, sir?"

As a lieutenant colonel in charge of an entire armored battalion, you must issue swift and concise commands. This decisiveness is especially critical in an exciting *real-time* tactical game like BATTALION COMMANDER. Here's your chance to match your wits against the computer in a series of conflicts designed to test your military prowess.

You can choose from five different scenarios. In the novice game, your objective is to destroy a Soviet tank battalion while learning the ropes of command. The tougher assignments include such missions as overwhelming an enemy whose defenses have been disrupted or dealing with an unexpected enemy encounter.

Your forces are equipped with a complete arsenal of modern vehicles and weapons such as tanks, APC's, howitzers, heavy mortars, antitank missiles and assault guns.

In BATTALION COMMANDER, you can select the nationality of ground forces (U.S., Soviet or Chinese) for either your side or the enemy's. Relative strengths can also be adjusted to vary the difficulty of the game. And if you get bored with the scenery, just choose another battleground from the 40 terrain maps available.

So go ahead — give the captain your orders. The outcome of battle rests on you, sir.

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- ▢ Real-time modern tactical combat simulation on a platoon/company level.
- ▢ Assume the role of commander and make decisions for your tanks and mechanized infantry.
- ▢ 40 different terrain maps.

- ▢ Select the level of command you want: battalion, company, or platoon commander.
- ▢ Choose Soviet, Chinese, or U.S. forces to play against the able computer commander.
- ▢ Solitaire play only.

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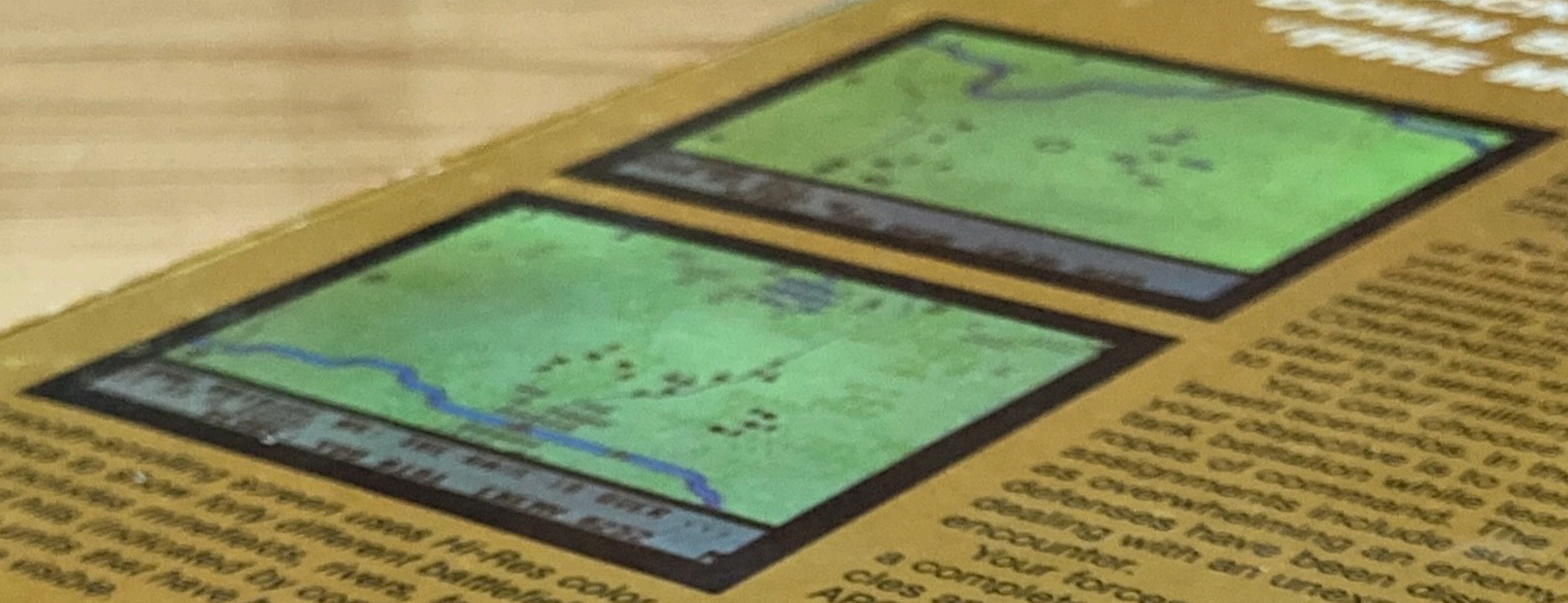
BATTALION COMMANDER was designed by **David Hille**, who also designed SSI's COMBAT LEADER™.
■ **PLAYING TIME: 30 to 90 Minutes.**
Box design/illustration by LOUIS HSU SAEKOW and BEN GARVIE.

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High-Res color battlefields, with rivers, forests, indicated by contour lines.

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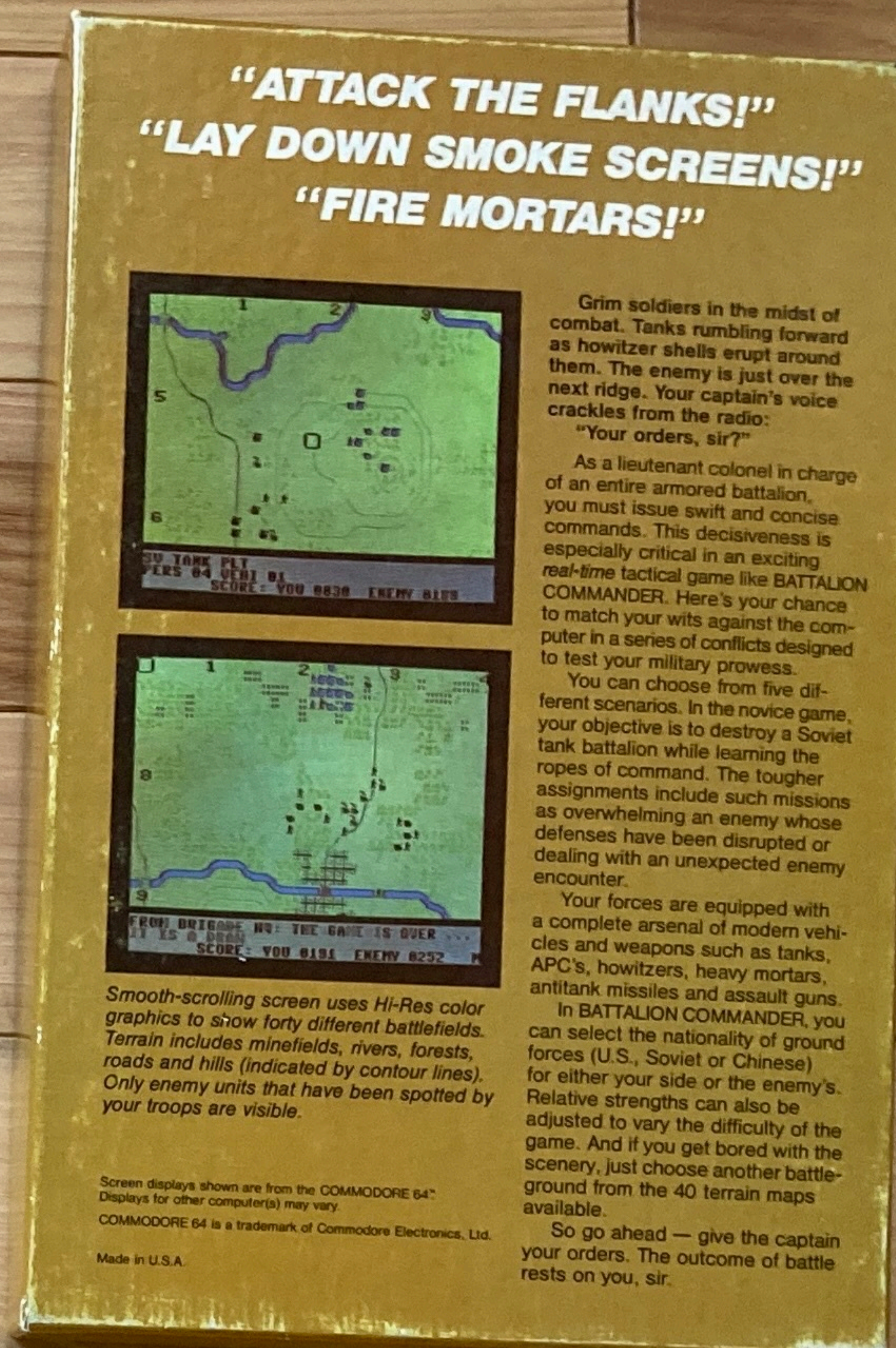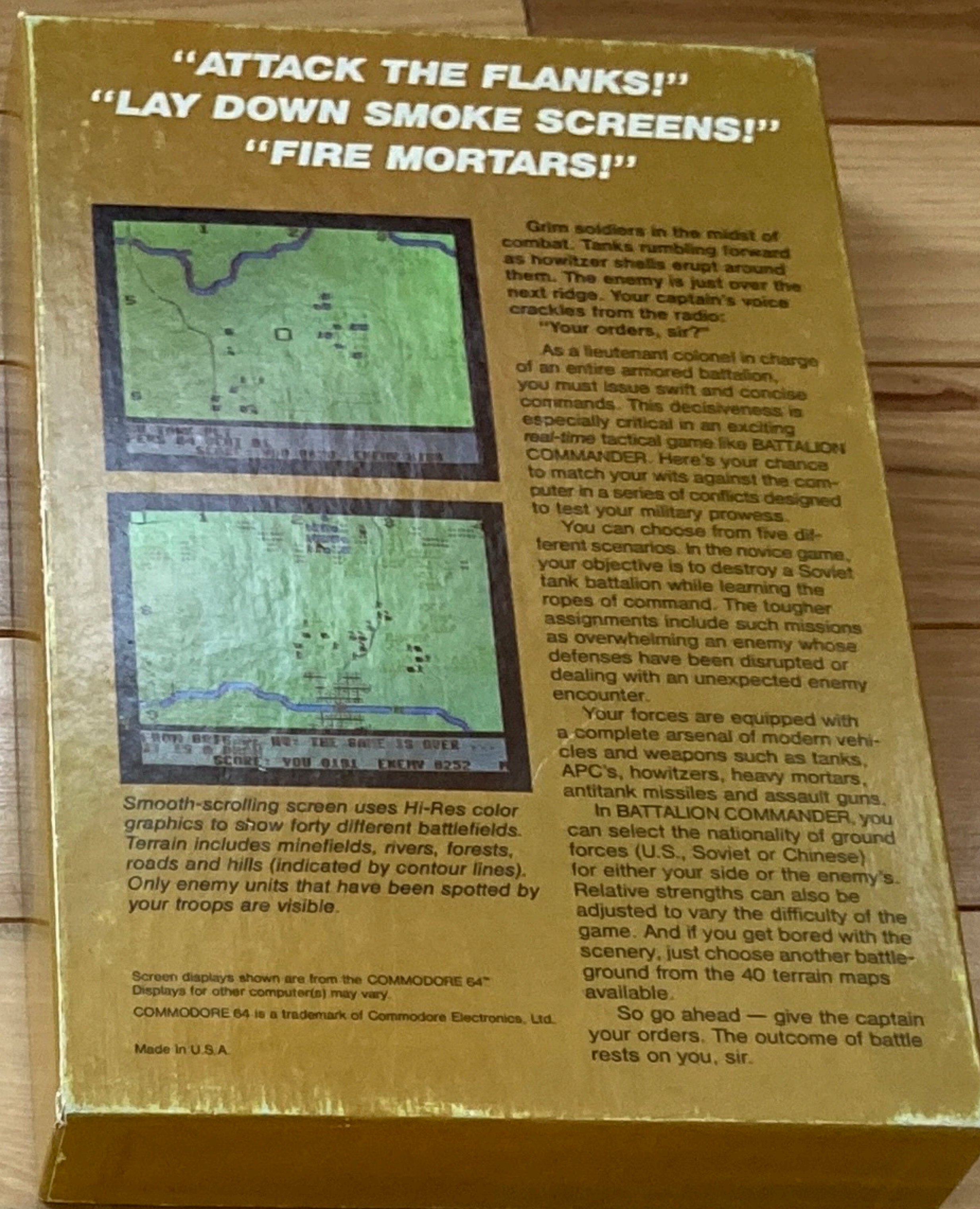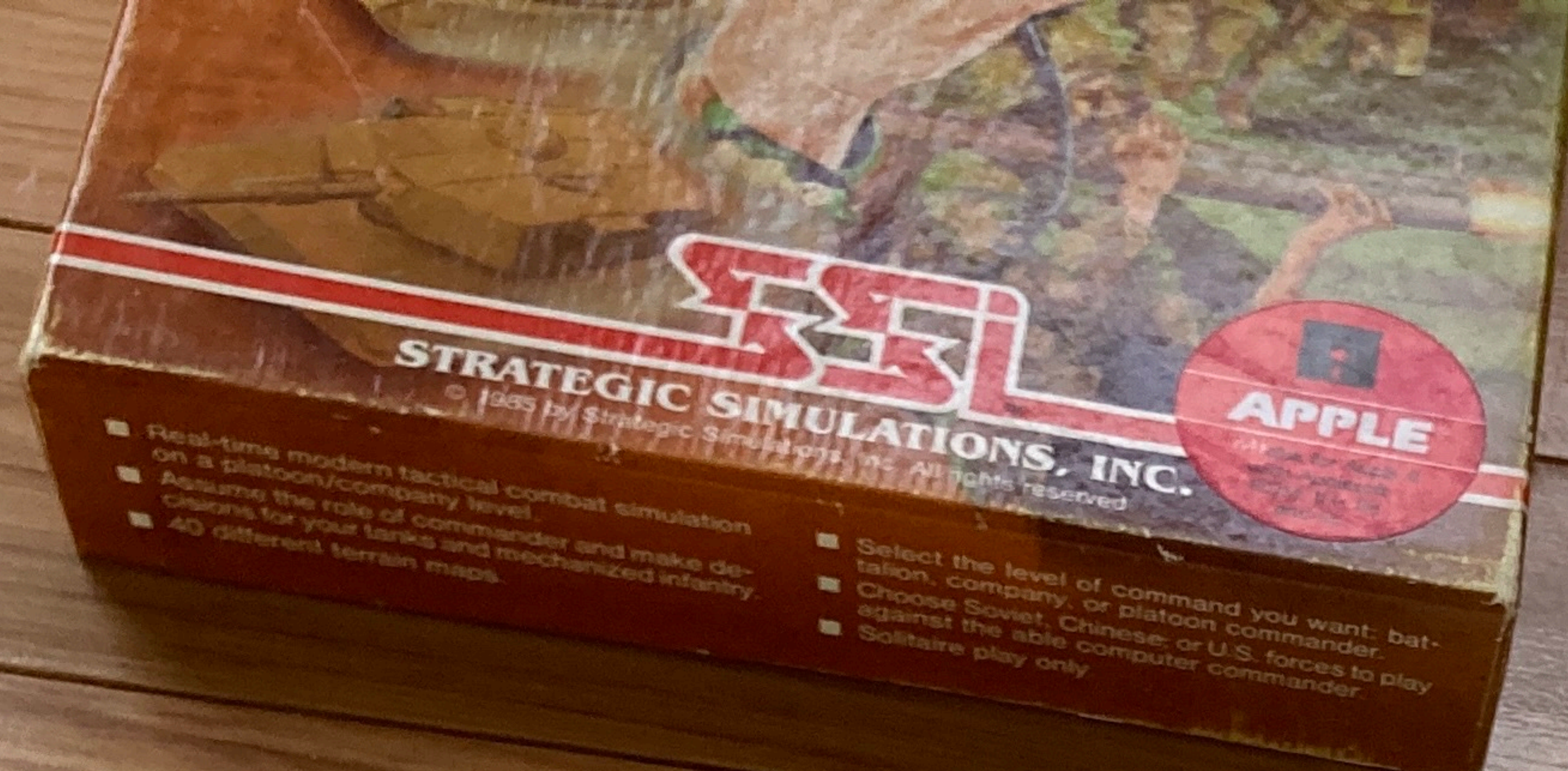- 40 different terrain maps.
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b. Light Machine Guns. These have an effective range of about 1000 meters and a high rate of fire. In this game, the calibre of light machine guns of all combatants is 7.62mm, the same as the rifles. Light machine guns and rifles are effective against soft targets (dismounted infantry and trucks) but do not have the ability to penetrate armor of the thickness of APC's and tanks.

c. Heavy Machine Guns. These are part of the armament of APC's and tanks. They have a lower rate of fire than light machine guns but have a longer range (1500 meters) and higher calibre (12.7mm). Heavy machine guns also can disable thin-skinned armored vehicles such as APC's.

d. Light Antitank Weapons. These include rifle-propelled grenades and bazooka-type weapons. They have an effective range of about 200 to 300 meters but are not particularly lethal against tank armor of American and Soviet tanks even at short ranges. They often must be fired against the thinner areas of tank armor (rear and sides) to kill the tank.

e. Medium Antitank Weapons. In BATTALION COMMANDER, American infantry units are equipped with Dragon guided missile (ATGM) launchers as medium AT guns. Soviet and Chinese units have recoilless AT guns. All of the medium AT guns in the game have an effective range of about 1000 meters. The Dragon is more effective than recoilless AT guns, since the gunner is able to maneuver the guided missile toward the target after it is fired.

f. Heavy Antitank Weapons. The US and Soviet armies employ long-range ATGM as heavy antitank weapons. The Chinese armies are lacking in this type of weapon. The American heavy AT weapon is the TOW ATGM. With a range of about 3000 meters, it has a range about 500 meters farther than the gun of a tank. The Russians have a similar weapon in their Sagger. The Sagger has about the same range as the TOW but is a slower missile, is harder to control, and is easier to see in flight.

g. Mortars. A type of light artillery, the mortar is a short cannon that lobs shells high in the air. The shells fall almost vertically, allowing mortars to fire over hills and at remote targets. Heavy mortars have a longer range, larger radius of destruction, and a slower rate of fire than light mortars. Mortars can fire either high explosive (HE) or smoke ammunition. Mortars are considered indirect fire weapons since they fire at area targets, rather than specific targets. Mortar calibres and range in BATTALION COMMANDER are:

MORTAR	CALIBRE	RANGE
US M29 Light Mortar	81mm	4700 meters
Chinese Type 63 Light Mortar	60mm	1500 meters
US M30 Heavy Mortar	107mm	5400 meters
Soviet M1938 Heavy Mortar	120mm	6300 meters
Chinese Type 53 Mortar	82mm	3000 meters

h. Howitzers. These are a type of heavy artillery used in support of ground forces. They have a long range, over 10,000 meters. The howitzers in the game are 122mm calibre. Like mortars, they provide indirect fire with either smoke or high explosive ammunition.

i. Tank guns. Tanks fire high explosive, armor-piercing, and smoke ammunition. Armor-piercing ammunition is nearly as effective as ATGM at distances under 2500 meters. Beyond that point, the probabilities of hitting and destroying a target drop rapidly. The tank gun is the main armament of both the tank and the Chinese assault gun.

j. Grenades. All of the infantry units have grenades, both hand grenades and rifle-propelled grenades. The rifle-propelled grenade may be either high explosive, armor-piercing, or smoke. The range of these for smoke ammunition is 600 meters for the US, 800 meters for the Soviet Union, and 500 meters for the Chinese.

k. Mines. Combinations of antipersonnel and antiarmor mines may be laid by either infantry or engineer units. These result in few casualties but can slow down the movement of the enemy and "canalize" it into open areas.

5. VEHICLES

The four types of vehicles in BATTALION COMMANDER include trucks, armored personnel carriers (APC), assault guns, and tanks. Refer to the table in Appendix C for information on vehicles assigned to the various units in BATTALION COMMANDER. Although several different vehicles may be in a real unit, only one type of vehicle is in each unit in the game. The type of vehicle can be determined by looking at the character that represents the unit.

a. Trucks. Trucks lack the protection of armor. For that reason they can be destroyed by small arms fire. A wide variety of trucks are used in real life, ranging from jeeps to large tractor-trailers. The trucks in the game are a bit more standard. One thing to keep in mind about trucks is they do not move very well off the road and must cross water at bridges.

b. APC's. The US and Soviet armies are the only ones that have carriers as a part of the battalion organization. In BATTALION COMMANDER, the Chinese have a shortage of carriers. In the Chinese People's Liberation Army, carriers are assigned to the regimental headquarters, which can assign them to battalions as circumstances dictate. One of the main differences between the US combat vehicle in the game is the armament. The M-113 APC and the Soviet BMP infantry combat vehicle is armed only with a heavy machinegun except for those in the antitank units, which are also armed with a TOW heavy machinegun. The BMP is armed with a heavy machinegun, a 73mm smoothbore antitank machinegun that operates as a medium AT gun, and a Sagger ATGM launcher. Both the US and Soviet carriers have thin armor compared to tanks. This means that they are much more vulnerable to antitank fire than tanks. They also are vulnerable to heavy machineguns firing armor-piercing ammunition.

c. Assault Guns. Only the Chinese have assault guns in this game. The main difference between an assault gun and a tank is that the assault gun does not have a turret that revolves. The Chinese assault gun has the same gun as the Chinese Type 59 tank, a 100mm gun. By eliminating the revolving turret, the Chinese are able to put the gun on a lighter and cheaper chassis. The lack of a turret makes the assault gun less effective than a tank.

d. Tanks. The tanks in this game are similar, with two significant exceptions. The Soviet T-62 is the only amphibious one in the game. It is the only one of the three that can swim across rivers. The other exception is that the Chinese tank, the Type 59, is quite inferior to both the US M60A1 and Soviet T-62 tanks in both armament and armor. It is less lethal and more easily destroyed than the US or Soviet tanks.

6. COMBAT SUPPORT

The Combat Support Company provides logistical, engineer, and fire support to its battalion. The combat power of the Battalion Commander results from the concerted employment of the available combat and combat support. The Battalion Commander has direct control of the platoons assigned to the Combat Support Company. Each national force has its own particular organization of support elements. These combat support platoons may be available to you:

a. Supply Train. This unit delivers fuel, ammunition, and other supplies to your units. The operation of this unit, unlike any of the others, is basically automatic. You can find out which company has been selected by the S-4 (logistics) Staff Officer by putting the cursor over the Supply Train. Then you may choose to move the company to an area to meet the Supply Train or you can just let the Supply Train follow the company until it catches up with it. The Supply Train, like your other units, can be destroyed. If so, it will eventually be replaced with a new Supply Train at the Southern end of the battlefield. Supplies are important. A unit that is out of fuel cannot move. A unit that is out of ammunition for one type of weapon cannot fire that type of weapon. The Supply Train resupplies one company at a time. It starts with the first platoon in the company and continues until all platoons have been resupplied. In choosing which company it will resupply next, the Supply Train picks units farthest from the enemy and with the least supplies. If you are not happy with the S-4 selection of units to resupply, you may pick a unit for resupply by hitting the key corresponding to the unit and then hitting the (P) key for "Priority unit for resupply."

b. Engineer Platoon. This platoon is used to remove a bridge, position the cursor above or below the position of the bridge on the screen. Then tell the Engineer Platoon to remove the bridge by pressing "R". The Engineer Platoon will go to the position you designate and, after a few minutes, the bridge will disappear. Bridge construction is a bit trickier, since only certain places are suitable for bridge construction. In the game, only straight, horizontal stretches of river are suitable for constructing bridges. If you send the Engineer to the wrong area, it will send you a message to that effect. Be patient in waiting for the Engineers to do bridgework. It will take a certain number of minutes to accomplish the task after they arrive at the location. Please note that you do NOT place the cursor over the bridge or bridge site. The cursor is placed above or below the site with "R" or "B" pressed to respectively remove or build the bridge.

c. Heavy Mortar Platoon. This platoon has large calibre mortars, which are more powerful than mortars assigned to company mortar sections. This platoon and the battery of howitzers in direct support of your battalion make up most of the indirect fire support directly at your command. This support is important in the tactical role of suppression and obscuration.
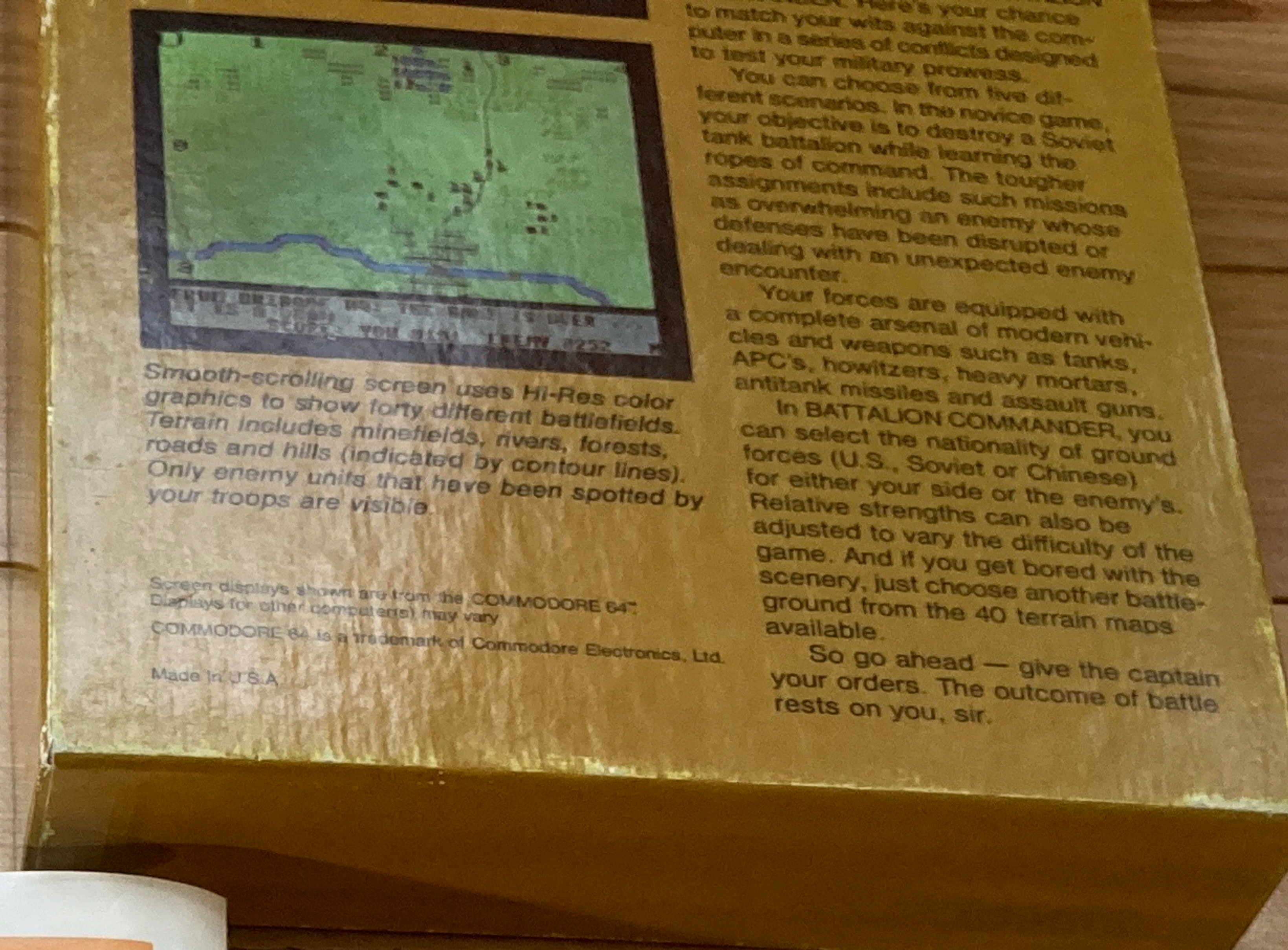
DESIGNATION OF UNITS TO RECEIVE ORDERS		SUMMARY OF CONTROL ORDERS	
UNIT TITLE	**KEY**	**DESCRIPTION OF ORDER**	**KEY(S)**
Company **A**	A	Pause game	SPACE BAR
Company **B**	B	End game	CONTROL E
Company **C**	C	Start new game after	
Company **D**	D	end of game	RETURN
Platoon Number **1 to 6** in		Repeat last message	
Company you Command	1-6	received	R
Supply Train		Special scroll in Pursuit	
(operation is fairly automatic)	None	and Exploitation game	CONTROL S
Engineer Platoon	E	Accelerate time	CONTROL A
Battalion **H**eadquarters	H	Return to normal time	CONTROL N
Scout Platoon (Carriers)	S	Examine direction of	
Scout Platoon (**I**nfantry)	I	unit movement	CONTROL X
Heavy Mortar Platoon	M	Move cursor up	CONTROL I
An**t**iTank Platoon	T	Move cursor down	CONTROL M
Fire Support Officer (FSO)	F	Move cursor left	CONTROL J
		Move cursor right	CONTROL K
		Toggle speaker —	
		Apple version only	ESCAPE

UNIT ORDERS

LETTER	**DESCRIPTION OF ORDER**	**APPLICABLE TO**
G	**G**o to position marked by cursor	All units except Fire Support Officer (FSO)
N	Provide **N**ormal fire	All units except FSO
H	**H**old your fire	All units
F	Request suppressive **F**ire	All units
S	Provide **S**moke screen at cursor position	All units
T	Priority **T**arget for normal fire is at cursor position	All units except FSO
B	Establish **B**ridge at cursor position	Engineer Platoon
R	**R**emove bridge at cursor position	Engineer Platoon
D	**D**ig in your units	All units except FSO
A	**A**ssuming command of your company	Company Commander
C	Returning **C**ommand of your company	Company Commander
P	You are **P**riority unit for resupply	All units except FSO
+	Mount your infantry	Carrier Platoon
—	Dismount your infantry	Carrier Platoon

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